

10420497650

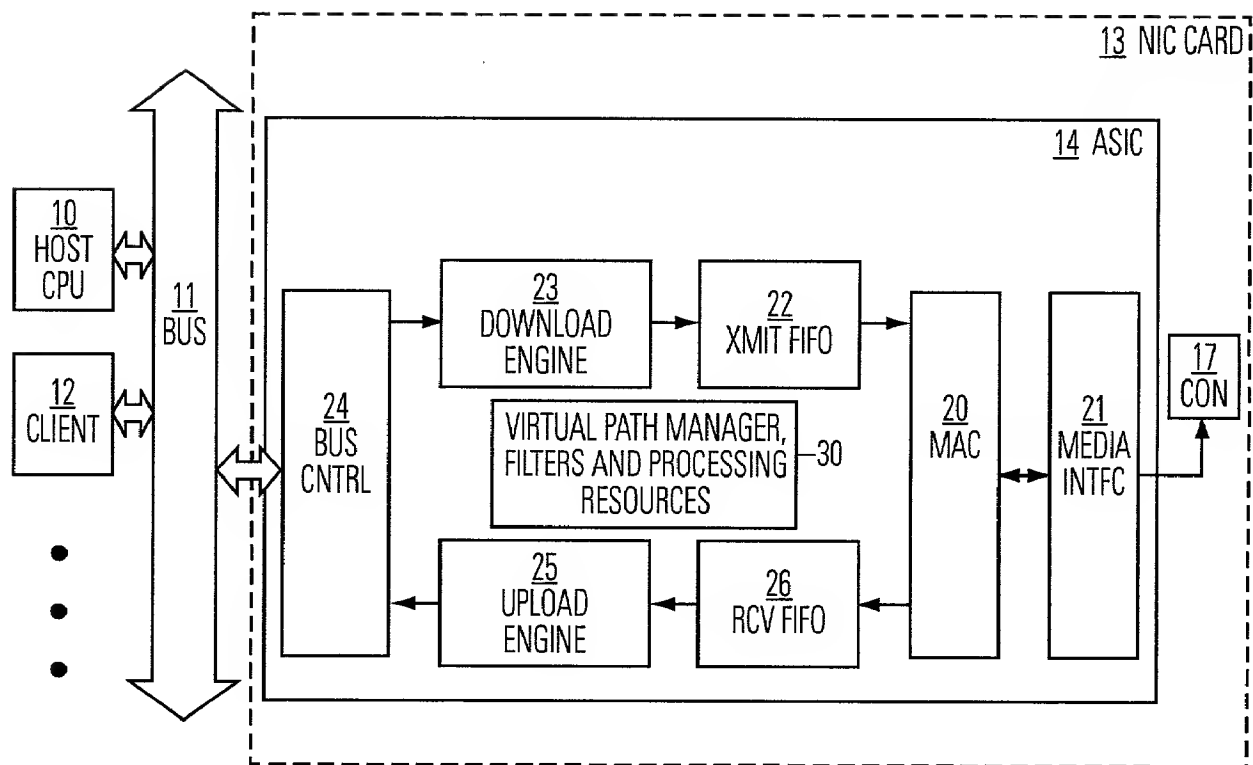
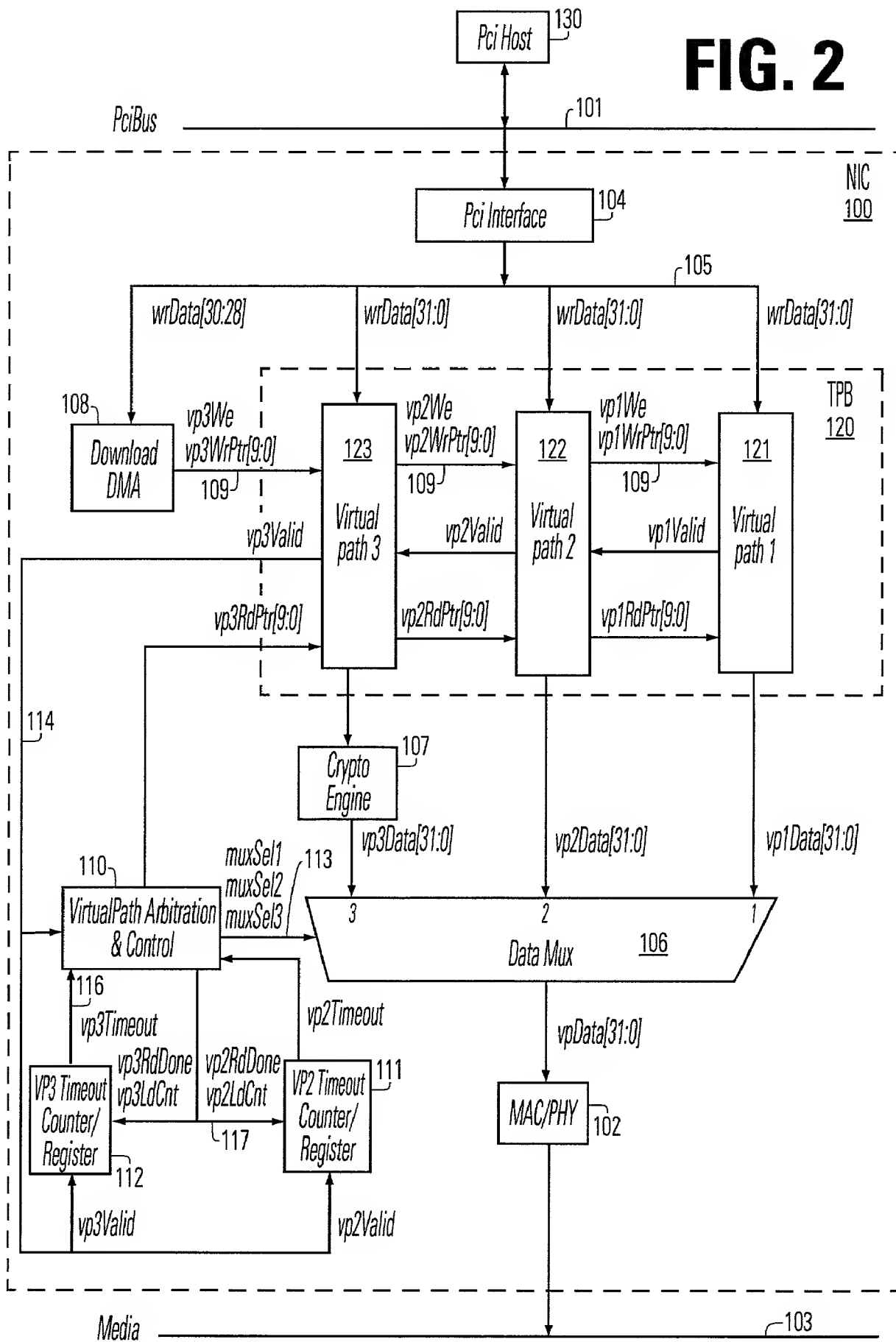


FIG. 1

FIG. 2



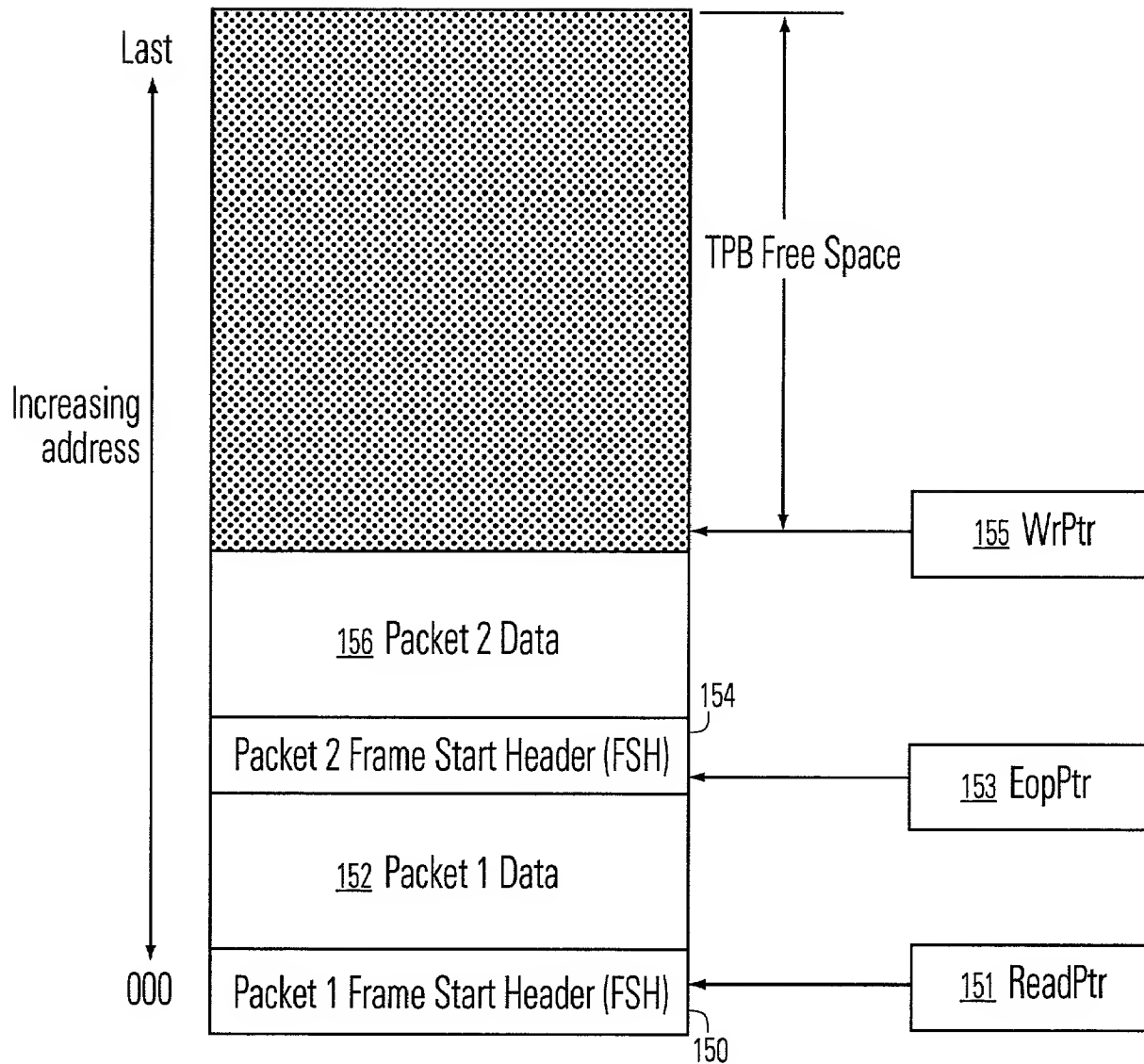


FIG. 3



bit 31: vpValid - set to one to indicate a valid packet has been downloaded into the virtual path.
 bit 30: vp3 - set to one to indicate that virtual path 3 should be used to store downloaded packet.
 bit 29: vp2 - set to one to indicate that virtual path 2 should be used to store downloaded packet.
 bit 28: vp1 - set to one to indicate that virtual path 1 should be used to store downloaded packet.
 bit 9-0: EopPtr - indicate where the packet ends.

FIG. 4

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Reset

200 IDLE

wrData[30]

wrData[29]

wrData[28]

203 WR_VP3_NULL

- Assert vp3We
- Write Null FSH with vp3Valid = 0
- Increment vp3WrPtr

202 WR_VP2_NULL

- Assert vp2We
- Write Null FSH with vp2Valid = 0
- Increment vp2WrPtr

201 WR_VP1_NULL

- Assert vp1We
- Write Null FSH with vp1Valid = 0
- Increment vp1WrPtr

208 WR_VP3_DATA

- Assert vp3We
- Write packet data to virtual path 3
- Increment vp3WrPtr until packet download is done

206 WR_VP2_DATA

- Assert vp2We
- Write packet data into virtual path 2
- Increment vp2WrPtr until packet download is done

204 WR_VP1_DATA

- Assert vp1We
- Write packet data into virtual path 1
- Increment vp1WrPtr until packet download is done

209 WR_VP3_FINAL

- Save vp3WrPtr into vp3EopPtr
- Assert vp3We
- Move vp3WrPtr to FSH location
- Write Final FSH with vp3Valid = 1 and store vp3EopPtr

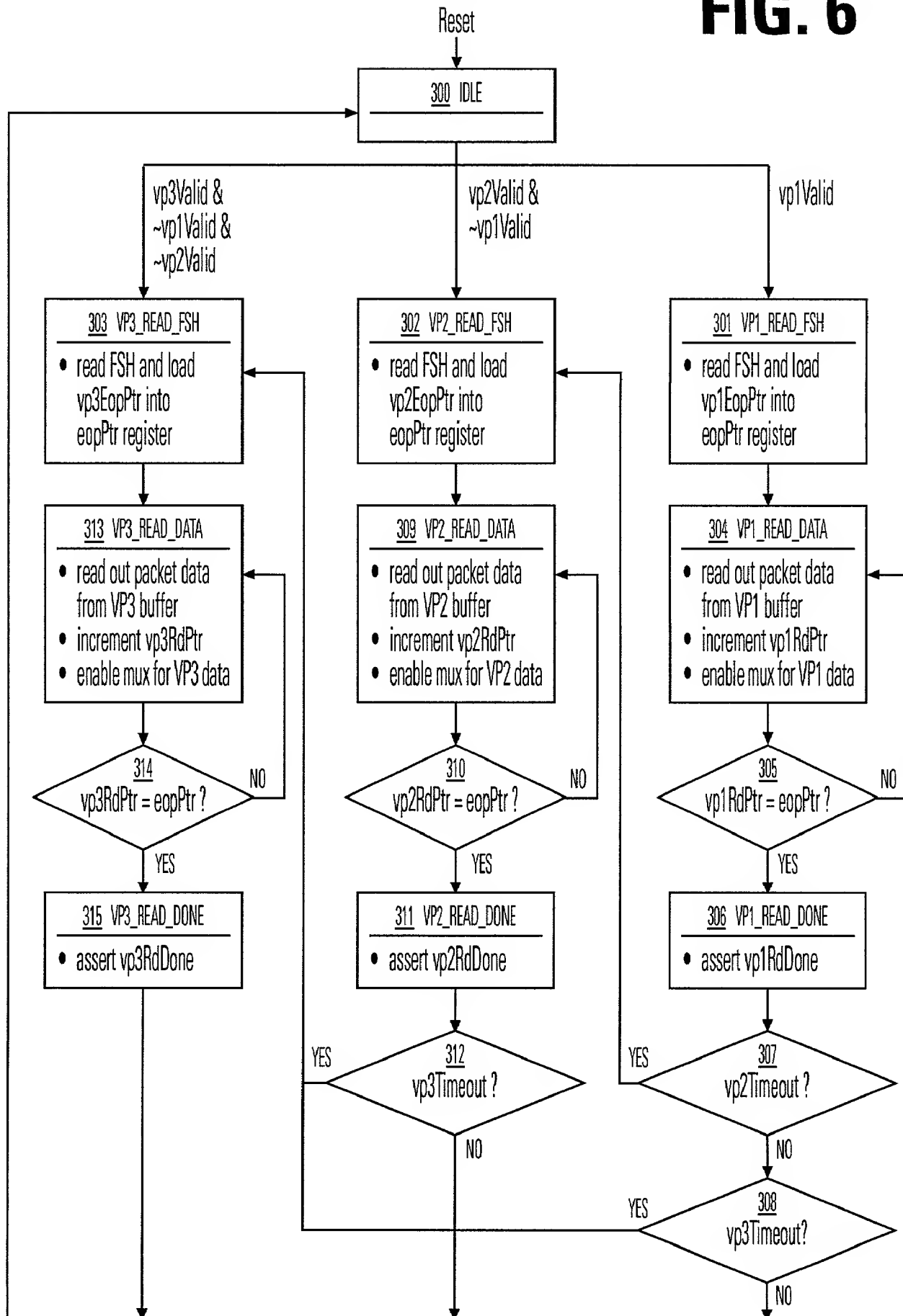
207 WR_VP2_FINAL

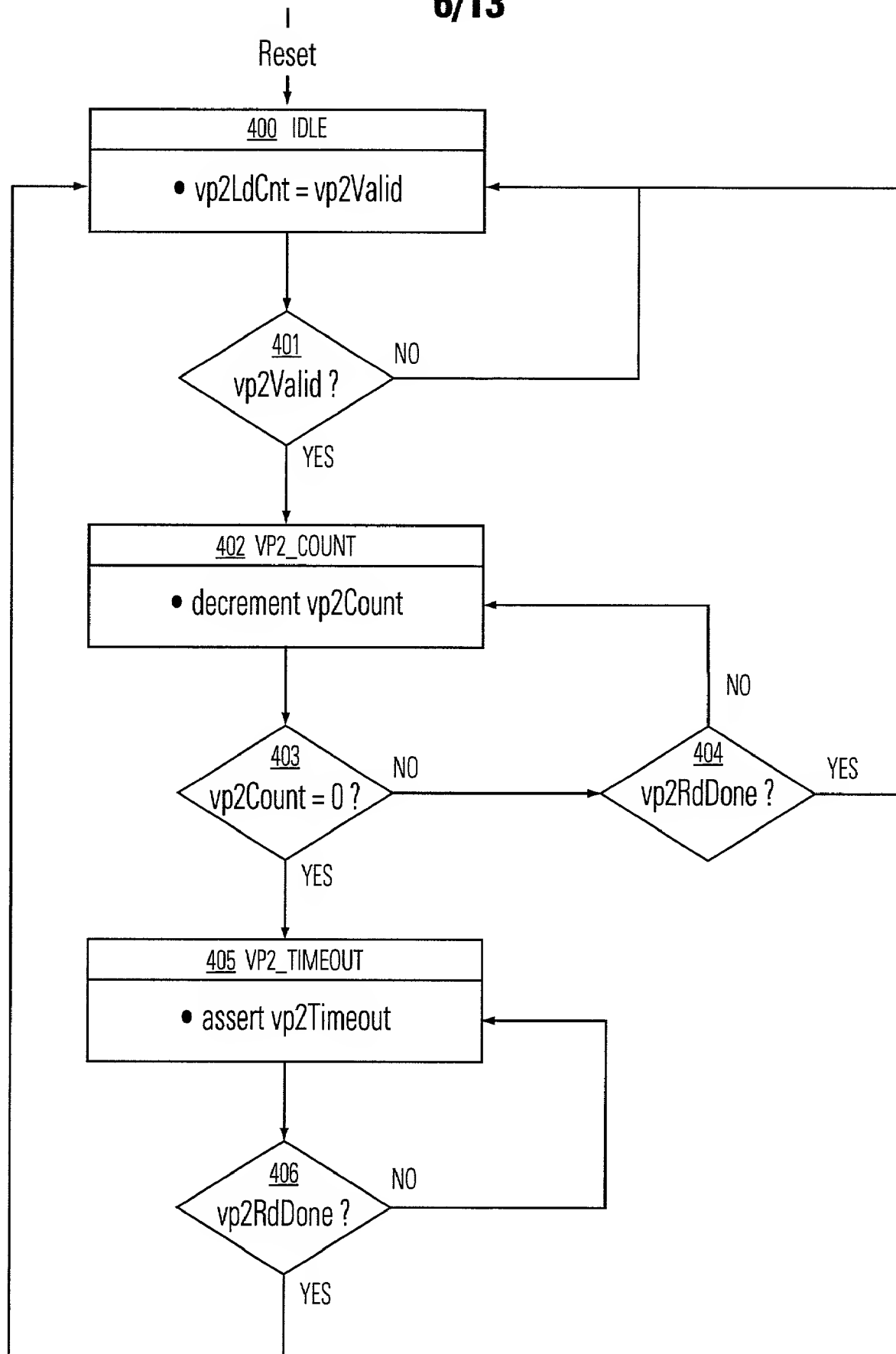
- Save vp2WrPtr into vp2EopPtr
- Assert vp2We
- Move vp2WrPtr to FSH location
- Write Final FSH with vp2Valid = 1 and store vp2EopPtr

205 WR_VP1_FINAL

- Save vp1WrPtr into vp1EopPtr
- Assert vp1We
- Move vp1WrPtr to FSH location
- Write Final FSH with vp1Valid = 1 and store vp1EopPtr

FIG. 5



**FIG. 7**

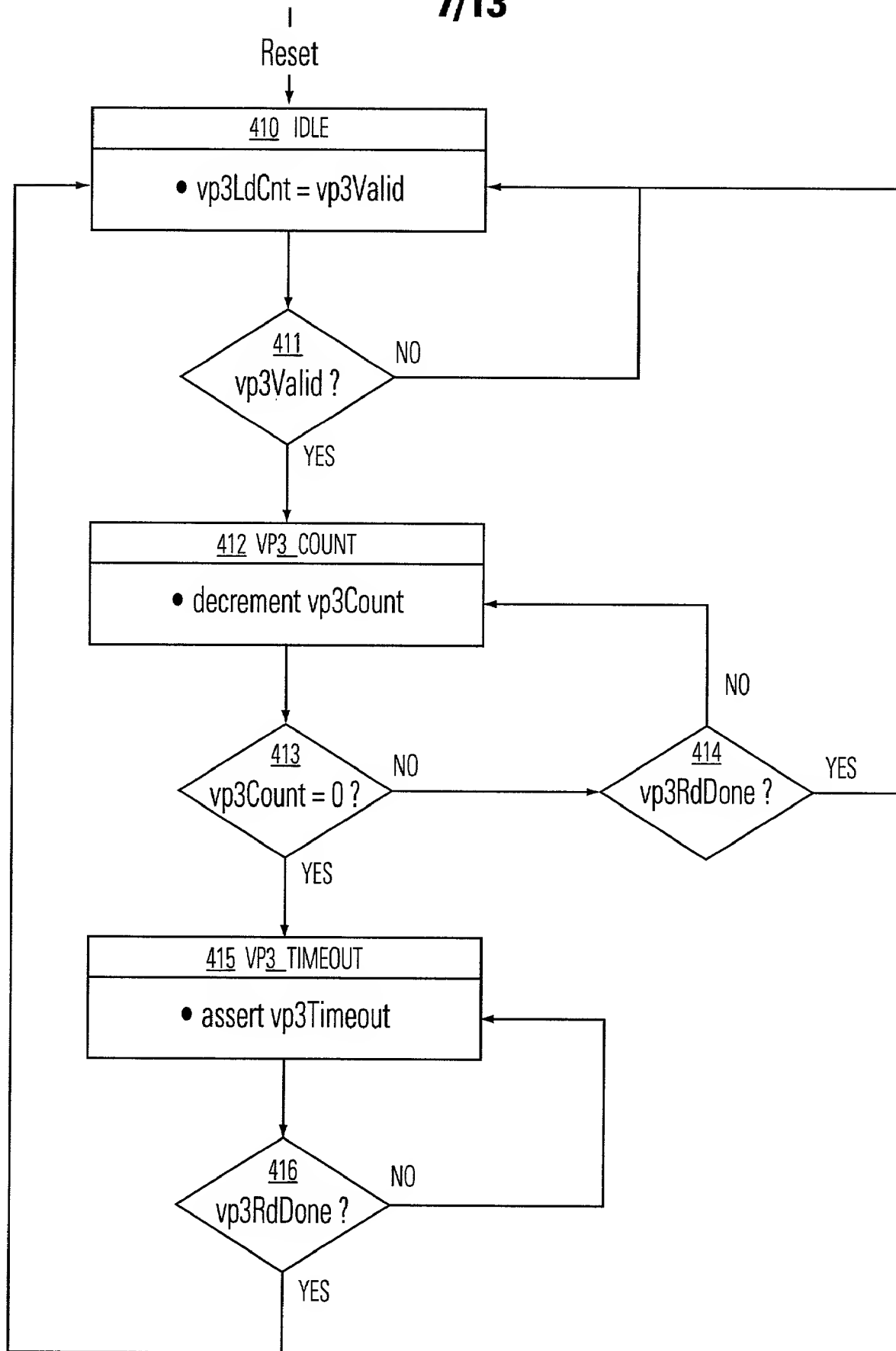
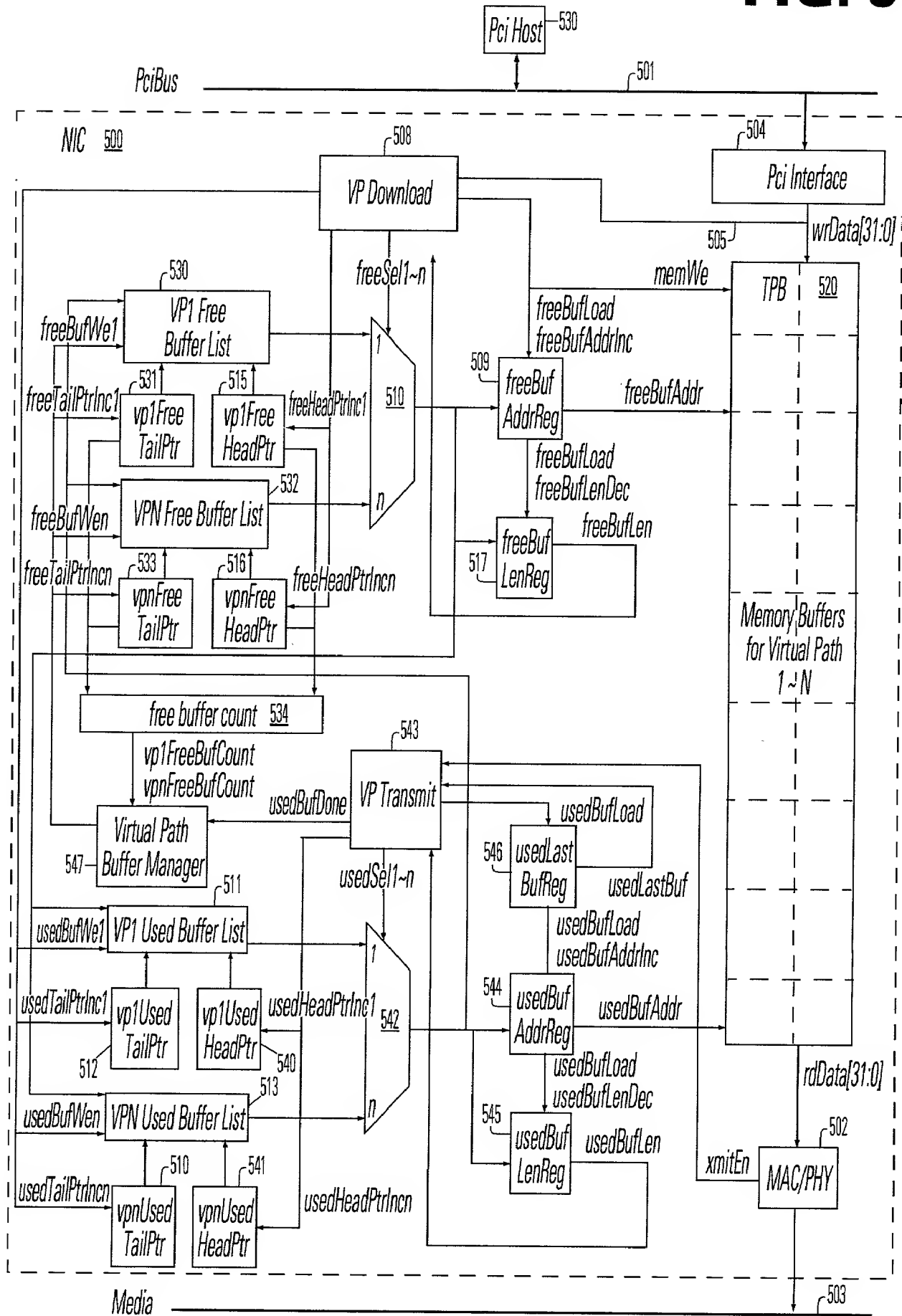
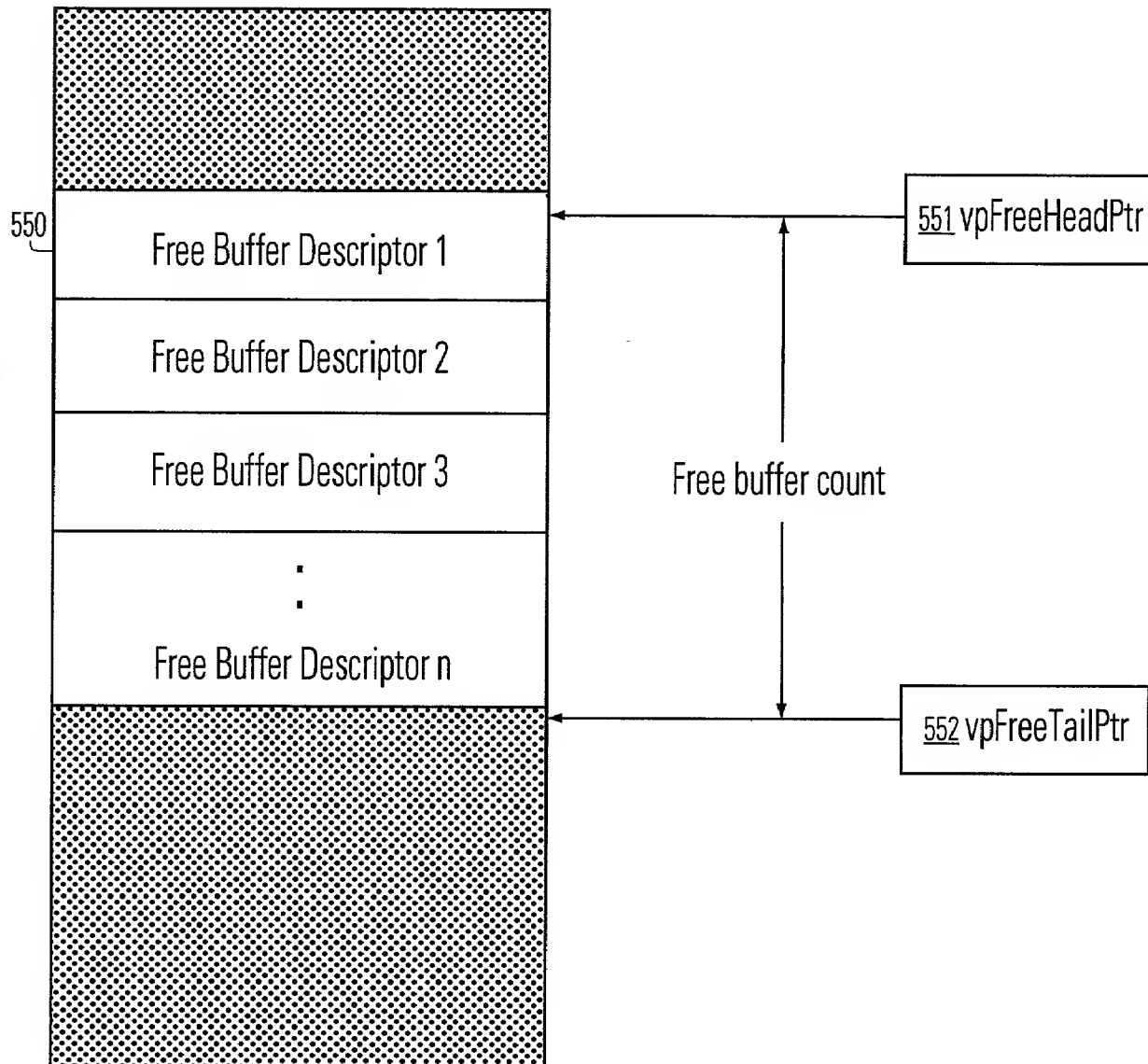


FIG. 8



**FIG. 10**

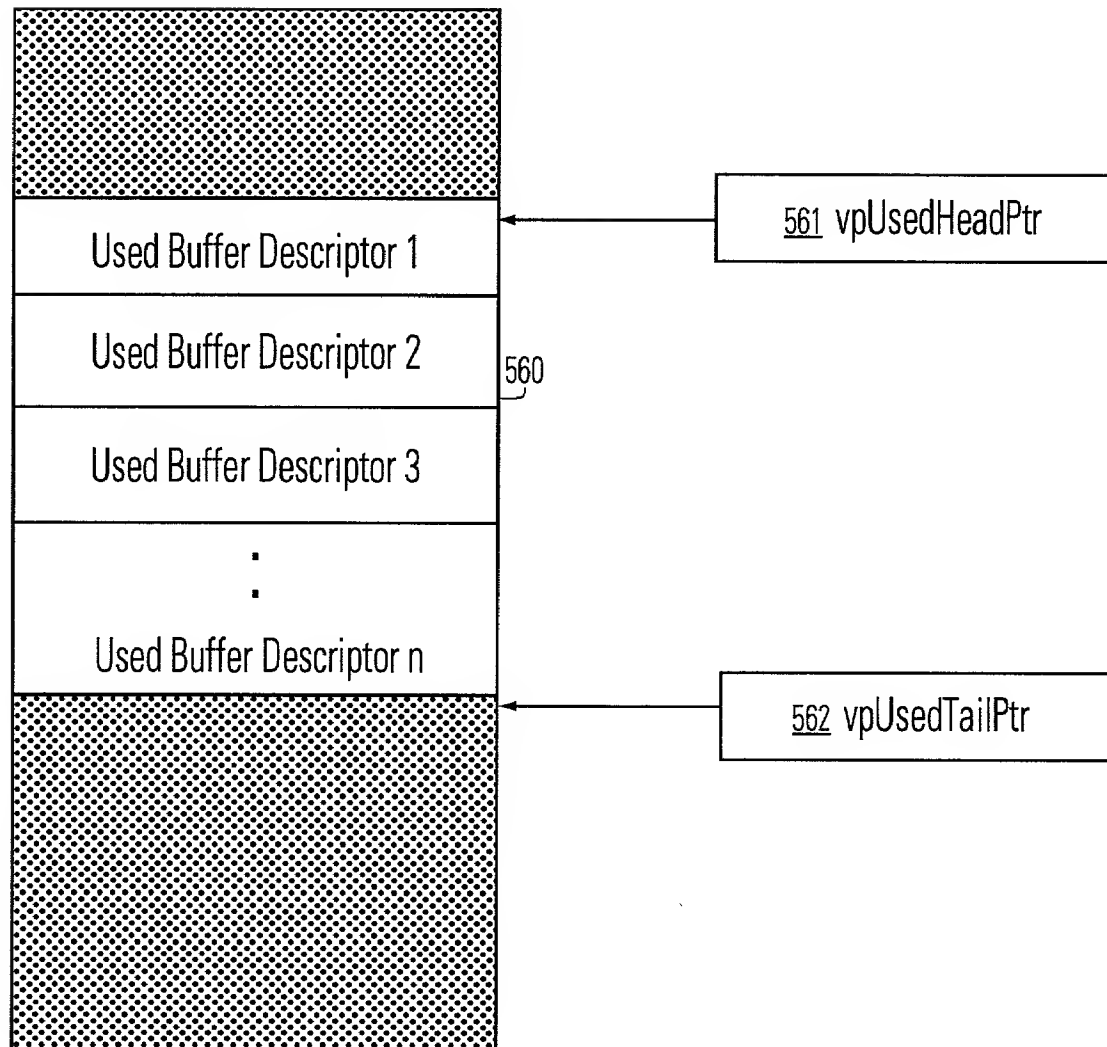
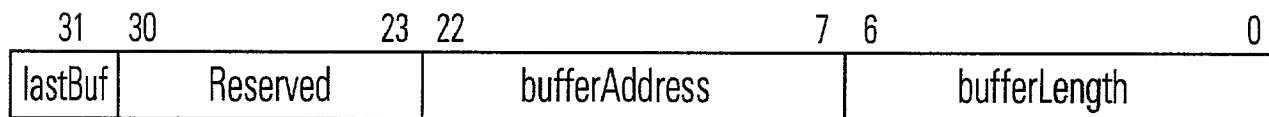


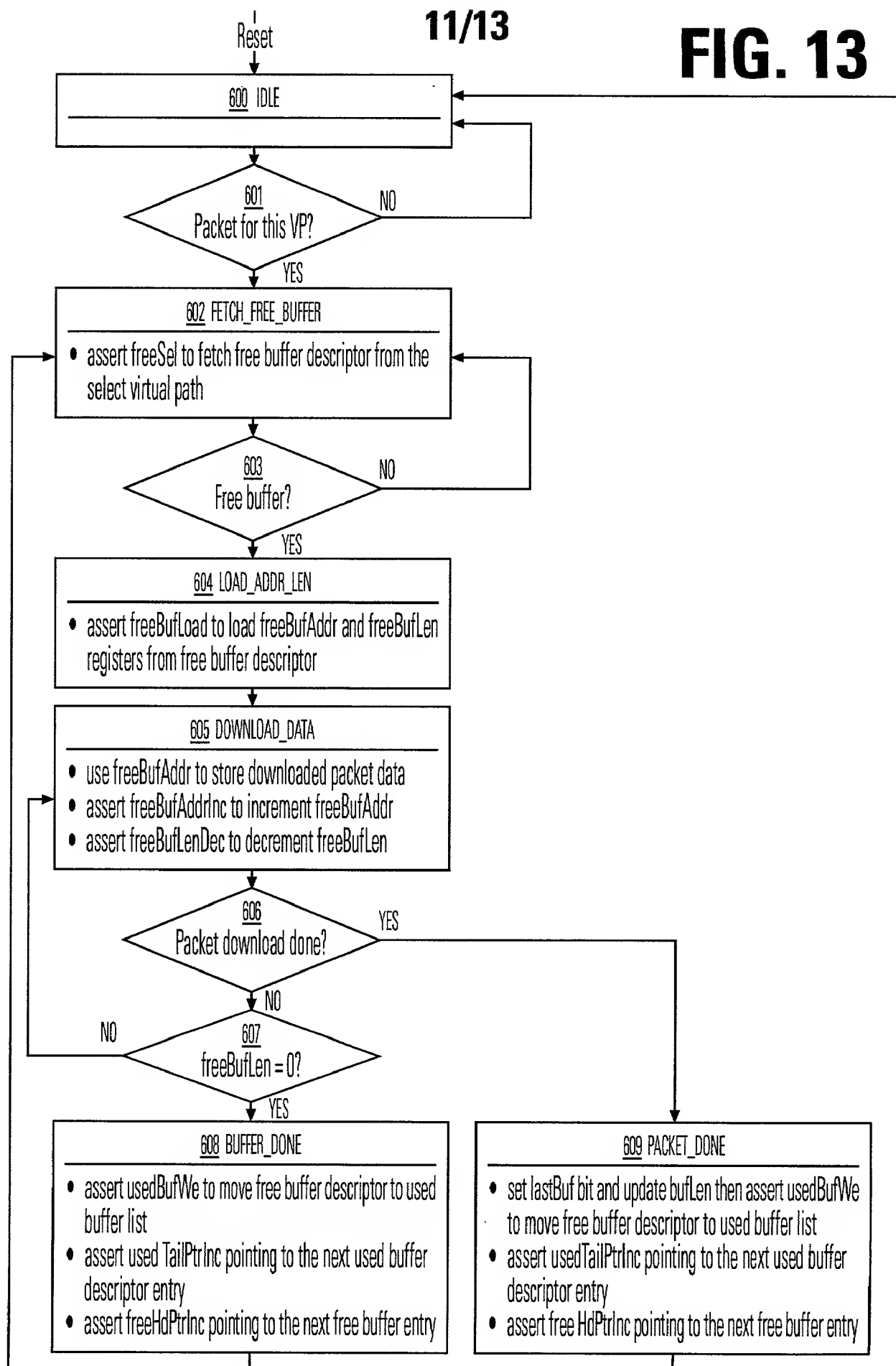
FIG. 11



bit 31: lastBuf - set to indicate the last buffer within a packet.
bit 22 - 7: bufferAddress - indicate the starting location of each buffer.
bit 6 - 0 : bufferLength - indicate the length of each buffer if it is not the last buffer.
Otherwise, indicate where the packet ends.

FIG. 12





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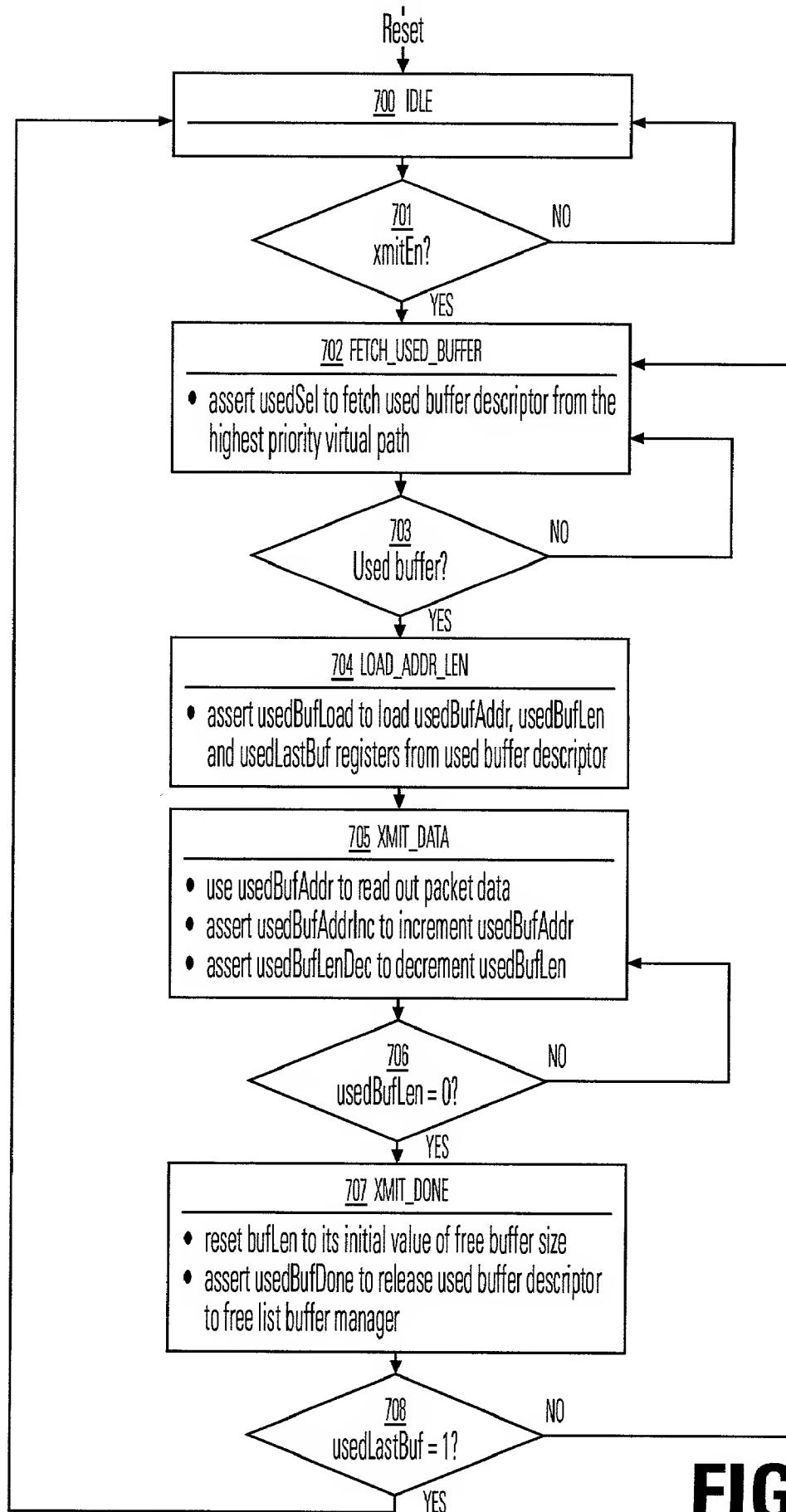


FIG. 14

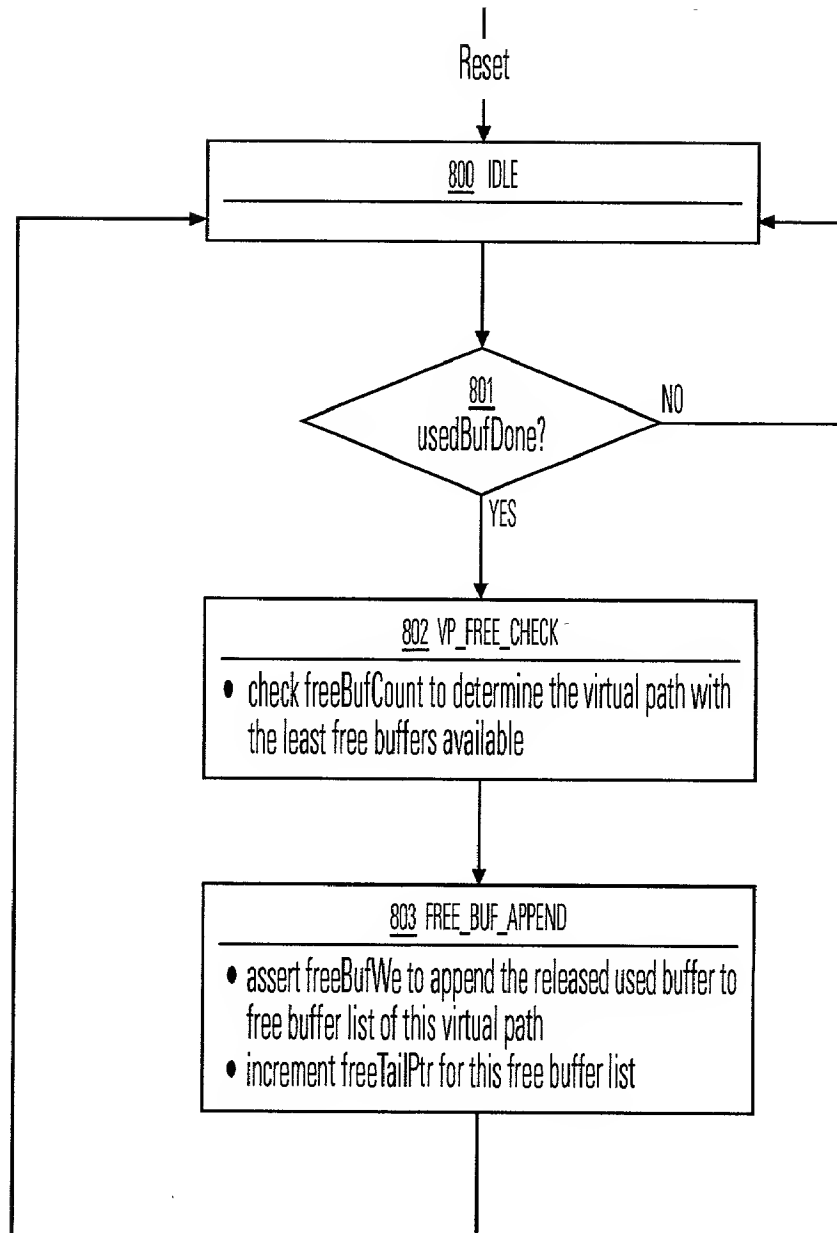


FIG. 15